

COLIN DEANE

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EDUCATION

Bachelor of Science | *Game Programming*

Champlain College | **3.95 GPA**

- **Minor:** *Cybersecurity*
- **Dean's List:** August 2019 - December 2022

May 2023
Burlington, VT

SKILLS

Game Engines: Unity, Unreal Engine 4, Unreal Engine 5

Technical Skills: C++, C#, UE Blueprint, Python, JavaScript, HTML, CSS, Git, Subversion, Jenkins, Google Cloud

Game Programming Courses:

Data Structures and Algorithms	Networking for Online Games
AI for Games	Game Architecture
Discrete Mathematics	Computer and Network Security
Advanced Programming in C++	Network Protocols

PROJECTS

Stuffed! ([View Game](#))

September 2022 - Present

Lead Programmer

13 person team

- Stuffed! is an online multiplayer third-person shooter and party game developed in Unreal Engine 5
- Engineered deterministic physics functions in **C++** using **vector math** to allow for custom networked movement with **client-side prediction** such as grappling hooks, planetoids with special gravity, and ragdolling
- **Led programming team**, coordinating with other leads, producers, and product owner to meet project needs.
- Implemented **networked combat and game mode systems** for a client-server model with proper roles and replication
- Exposed backend variables for systems including movement, game modes, and lobby searching to **Blueprint to assist designers** in fine tuning moment-to-moment gameplay

Back in my Day ([View Game](#))

January 2022 - April 2022

Network Programmer

8 person team

- Back in my Day is an online co-op beat 'em up game about getting to school developed in Unity Engine 2020
- **Nominated for Best Game Design** in the Ubisoft Game Lab Competition 2022
- Interfaced with the **Steam API** using Facepunch Steamworks to utilize lobbies, user profiles, and **UDP-based connections**
- **Assisted designers and programmers** with implementing and networking features such as AI behavior, player movement, item management, and narrative beats

Busybee Movers ([View Game](#))

December 2021

Gameplay Programmer

4 person team

- Busy Bee Movers is a two player online co-op game about working together developed in Unreal Engine 4.25
- **Won Best in Theme** for the ArtCenter Game Jam and placed second in the Community Vote
- Utilized **Blueprint** to create networked obstacles and obstacle spawning/destruction systems
- **Collaborated with the designer and artist** to implement UI using Unreal Engine's UMG system
- Developed additional networked gameplay features using **C++** which built upon the **Unreal Engine Online Subsystem**

WORK AND RELATED EXPERIENCE

Software Engineering Intern

May 2022 – August 2022

Miliverse

Seoul, South Korea

- Programmed Python tools utilizing Selenium and BeautifulSoup to assist in web scraping
- Authored Excel scripts and formulas to automate workflow and data compilation
- Collaborated effectively in a bilingual development environment